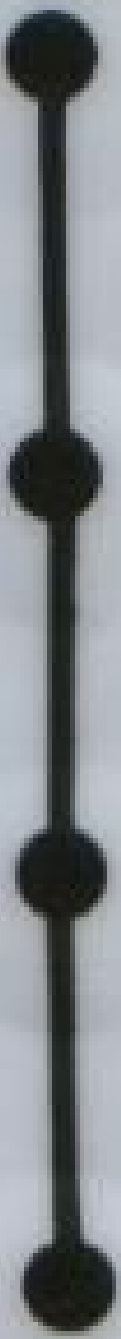
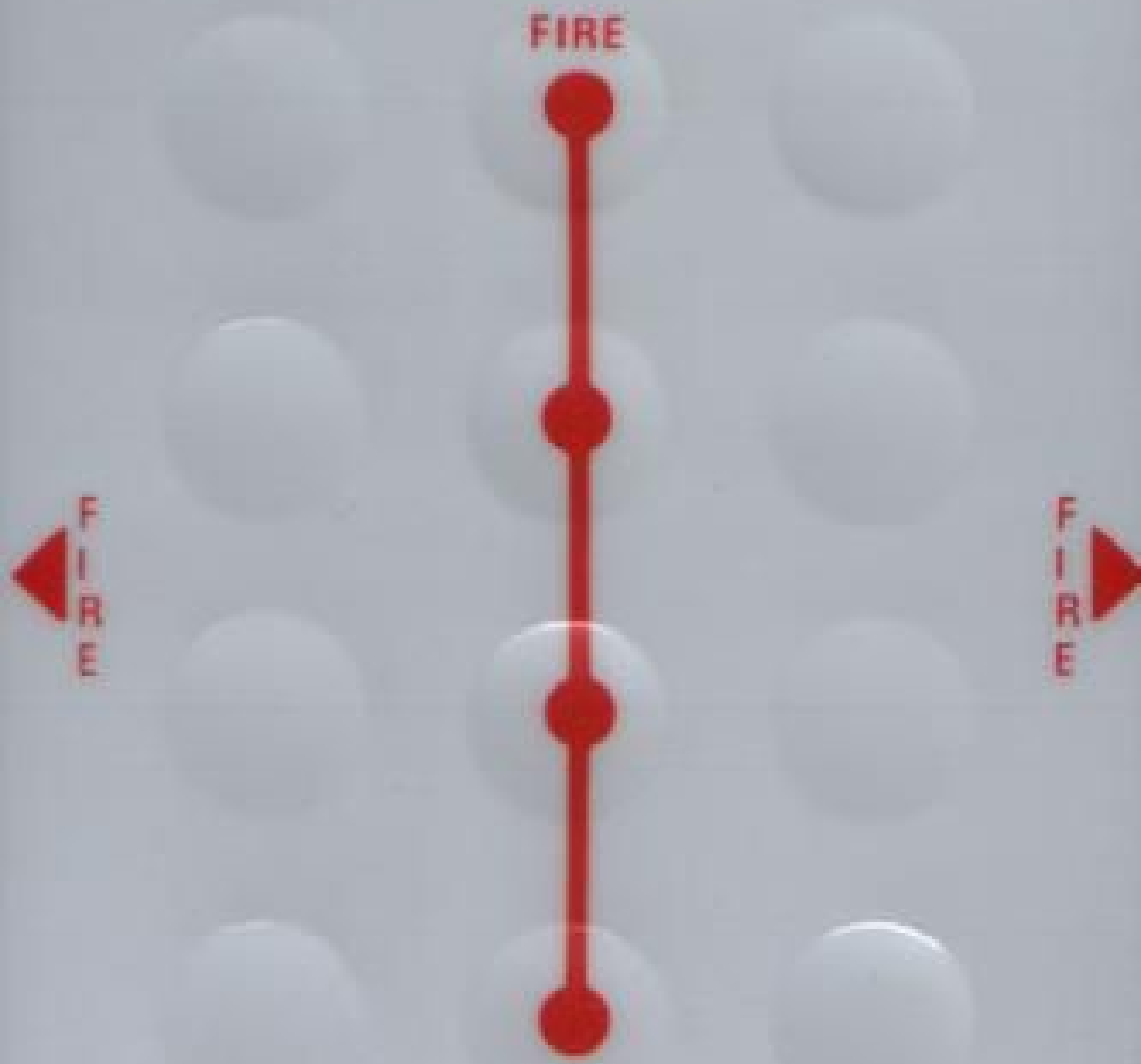
LEFT

FREEZE

UNFREEZE



RIGHT



THE END™

Tunix

VIDEO GAME CARTRIDGE

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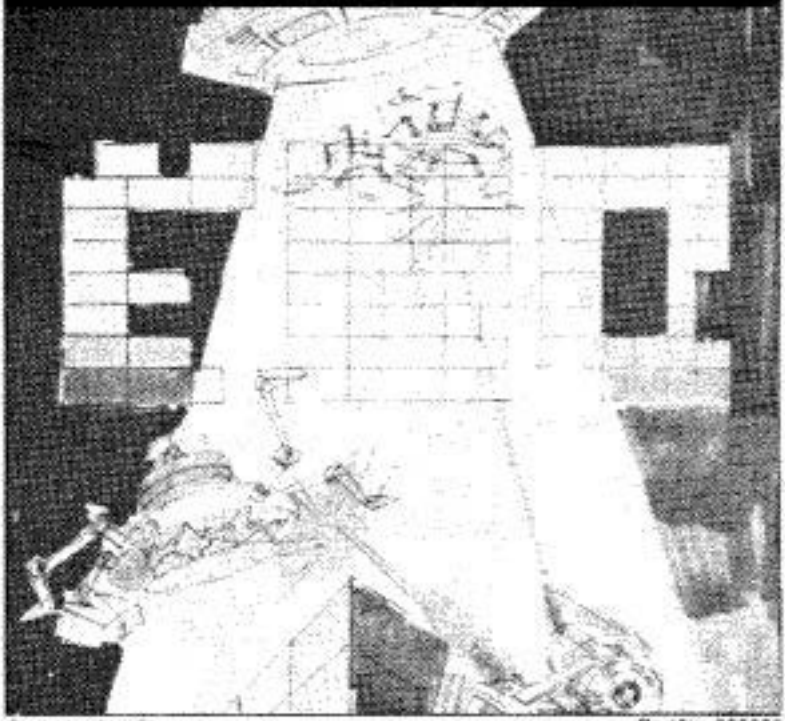
THE END™



Cartridge No. 21

Part No. 826030

OBJECT OF THE GAME

The space bandits are trying to steel the bricks from your defense bases. If you do not destroy them, they will spell your "END". They can be destoyed by missiles shot from your rockets. Your rocket (missile launcher) can hide behind the bricks and occasionally slide over and fire at the bandits by shooting your rocket through the space between the brick piles. Alternately you can eject your rocket into space and meet the bandits "HEAD ON". But be careful you don't collide with them because that can be "THE END" of your rocket.

HOW TO PLAY

A maximum of eight space bandits can appear at any one time being ejected by the moving Mother Ship. For each bandit you destroy you get 20 points. If you destroy a "Brick-carrying Bandit" you get 40 points.

CHANCE TIME

Occasionally the words "CHANCE TIME" will appear at the top of the screen and the Mother Ship will appear on the left side of the screen. Shooting the Mother Ship during this "CHANCE TIME" will award you with 200 points. When hit, the Mother Ship will glow a yellow color and then fade away.

GAME IS OVER

A. When all your 4 rockets are destroyed by the space bandits

B. The word "END", in bricks is completed at the top of the screen.

RULES OF THE GAME

A. When all the bricks are picked up or when a rocket is destroyed a new set of bricks will appear.

B. After the play has exceeded 1,000 points then the bandits will start shooting at your rockets. Watch out for the "shooting" bandits.

They will take the shape of a "MUTANT" firing at you. As play proceeds, the firing mutants will move faster and appear more frequently.

STARTING THE GAME-

❶ Read the OWNER'S MANUAL before starting – you don't want to miss any important points!

❷ Make sure the POWER light is off before putting the Game Cartridge into the Console Unit; this will prevent damage to both.

❸ Insert mylar overlay into each controller keyboard. (See Fig. 1 & 2).

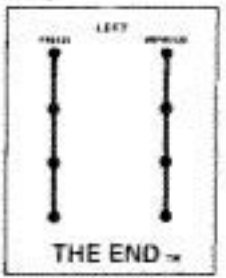


FIG. 1B

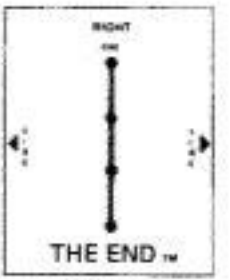


FIG. 1A

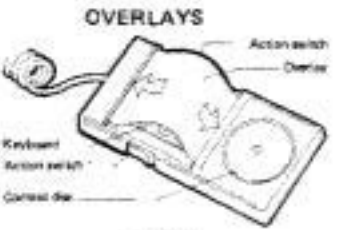


FIG. 2
HOW TO INSTALL OVERLAY

4 *With the picture facing the front, put the Game Cartridge into the slot on top of the Console Unit.*

5 *Press the POWER button – the POWER ON light turns red.*

6 *Press the RESET button and the picture in Fig. 3 should appear on the screen.-*

FIG. 3

Press START to begin.

THIS IS A ONE PLAYER GAME, USE ONLY THE RIGHT HAND CONTROLLER. THE LEFT HAND CONTROLLER IS USED ONLY FOR 'FREEZE' AND 'UNFREEZE'

DEMONSTRATION MODE

In order to become familiar with the game action, a Demo mode has been added. To actually preview the game play, merely press "SELECT" button. The action will start automatically and show you how the game is played.

USING THE CONTROLLERS

Press the disc or move the joystick in the direction in which you want your rocket to move. For instance, move it to the left if you want to move left, or right for right. Also "UP" for up and "DOWN" for down. To shoot, press any button of the left hand controller or the red 'Action' buttons.

FREEZING THE GAME ("PAUSE" MODE)

Rrrrrring – rrrring! Rrrring – rrrring! Oh no – that's the telephone ringing right in the middle of a game! Don't worry, "THE END" has a unique feature – just press FREEZE on your left hand controller and the game stops instantaneously and waits for you to deal with the interruption. When you're ready again press UNFREEZE and the action and sound continues where you left off.
If necessary you can also reduce the volume on your TV until its time for you to play again, but don't forget to turn it back on!

SCORING

The computer will score for you automatically and retain the highest score in its memory bank for you or your friends to challenge. To keep the highest score on the screen, just press the START button for the next game. The highest score will be shown on the right top of the screen. If you press the RESET button all scores will be wiped out.

POINTS

Shoot Bandit	–	20 Points
Shoot Bandit with Brick	–	40 Points
Shoot Mother Ship during "CHANCE TIME"	–	200 Points

TWO OR MORE PLAYER GAME

Since the highest score is retained in the computer, any number of players can challenge the highest score.